

 XBOX 360



ACTIVISION



**WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to [www.xbox.com/support](http://www.xbox.com/support).

### **Important Health Warning About Playing Video Games**

#### **Photosensitive seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

# BATTLESHIP

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## XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **[www.xbox.com/live](http://www.xbox.com/live)** to learn more.

### CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **[www.xbox.com/live/countries](http://www.xbox.com/live/countries)**.

### FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play.

For more information, go to **[www.xbox.com/familysettings](http://www.xbox.com/familysettings)**.

## GETTING STARTED

To start playing BATTLESHIP, ensure your system is turned on, open the disc tray, and insert the game disc.

## INTRODUCTION

You are EOD 1st Class Cole Mathis, a Navy Explosive Ordnance Disposal (EOD) Technician, on a training exercise as part of the world's largest international maritime exercise, the biannual Navy "Rim of the Pacific" Exercise or RIMPAC. EOD Technicians are highly trained members of the Navy and are responsible for investigation and demolition of natural or man-made underwater obstructions, preparing coastal regions for amphibious landings, and providing intelligence about potential threats both in the United States and abroad. As experts in the most conventional and unconventional of explosives, they ensure the secure disposal of explosive weaponry.

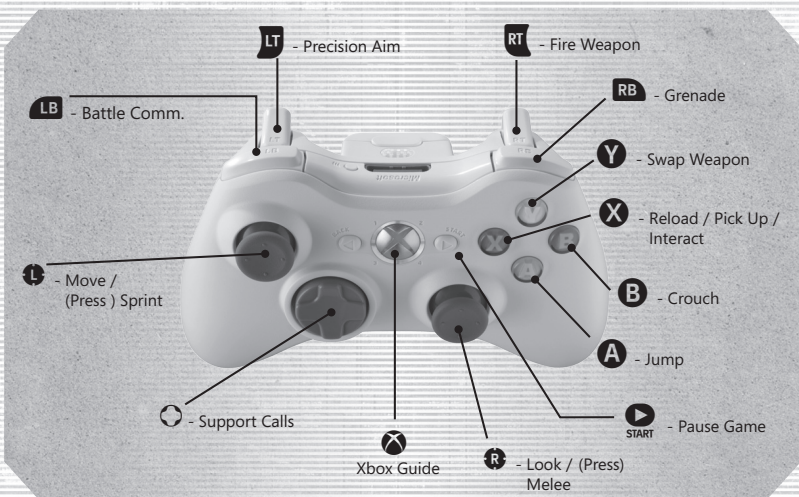
During your participation in RIMPAC, detonating unexploded ordinance from World War 2 along the coastlines of three North Hawaiian Islands, you and your unit discover something terrifying. Unknown to the Navy, a mysterious alien threat arrives off the coast of the Hawaiian archipelago. During the exercises they make their presence known, block out all communications and begin making their move.

As the events of BATTLESHIP unfold, the Hawaiian Islands are caught in a pocket dome of weather intended to isolate the various command groups participating in the exercise. You are the only ground unit in your fleet able to communicate with the ships in the area, marshalling them to resist the alien force.

Mathis, along with a fleet of U.S. Navy ships, moves from island to island massing a larger and more powerful fleet with each island hop while facing off against this mysterious alien threat.

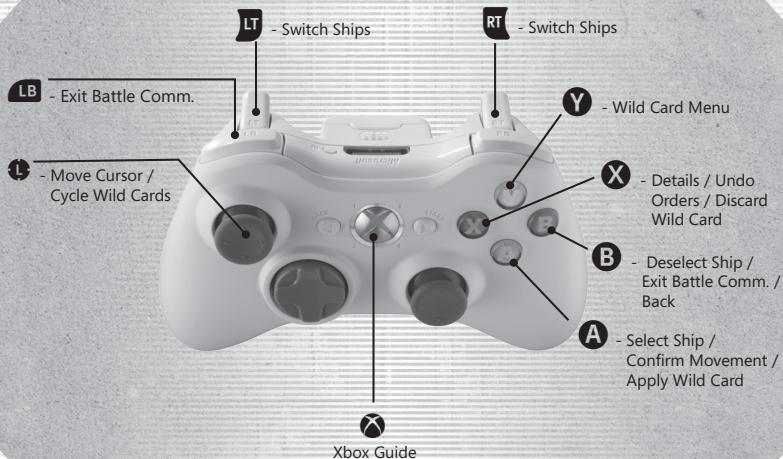
## CONTROLS

### FIRST PERSON





## BATTLE COMMAND



## SHIP-TO-SHIP COMBAT



## MAIN MENU & PAUSE MENU



## INTERFACE

### FIRST PERSON



1. Objective Marker & Distance

2. Remaining Ammo

3. Allied Support Call Status

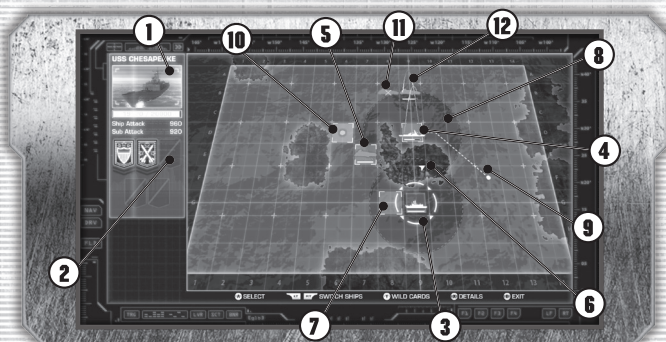
4. Support Position Occupied By Enemy

5. Fleet Health

6. Fleet Status



## BATTLE COMMAND



- |                                  |  |
|----------------------------------|--|
| 1. Ship Stats                    | 7. Support Position                              |
| 2. Currently Equipped Wild Cards | 8. Radar/Targeting Radius                        |
| 3. Ship Selection Reticule       | 9. Movement Path                                 |
| 4. Player's Ship                 | 10. Unknown Enemy Vessels                        |
| 5. Enemy's Ship                  | 11. Destroyed Vessels                            |
| 6. Player's Position             | 12. Attack Vector<br>(Blue – Player/Red – Enemy) |

## SHIP-TO-SHIP

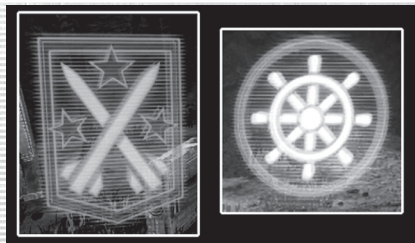


- |                       |                         |
|-----------------------|-------------------------|
| 1. Targeting Reticule | 4. Player's Ship Health |
| 2. Weapon Status      | 5. Enemy's Ship Health  |
| 3. Time Remaining     |                         |



# PICK-UPS

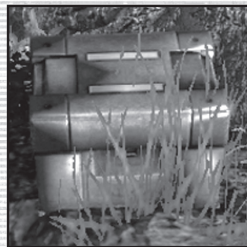
## WILD CARDS



Occasionally enemies will drop Wild Cards which allow the player to modify and upgrade ships in their fleet. Blue Wild Cards will modify a unit for the whole mission. Gold Wild Cards are good for one use per card. Blue Wild Cards can be stacked up to three times. In the Battle Comm. with the desired ship selected, the player can access the Wild Cards menu by

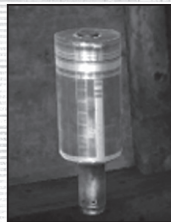
pressing **Y** and apply the Wild Card to the ship by pressing **A**. They can also discard Wild Cards by pressing **X**. Players may also discard already equipped Wild Cards by pressing **X** on a selected ship to see the details and then select the Wild Card to remove it.

## AMMO CRATES



Ammo crates are located around the islands which allow the player to collect much needed ammunition and grenades.

## PEGS



Small collectable pegs are hidden on all of the islands. Collecting them allows the player to unlock extras accessible through the main menu. These should not be mistaken for their counterparts, which are fired from alien ships at the player for a devastating effect.

# CUSTOMER SUPPORT

<http://support.activision.com>

Please visit our website <http://support.activision.com> for our extensive knowledge base and the latest information on how to get help

Local rate, may vary per provider: +44 845 5280 269 (UK), 01 9036 586 (Rep. of Ireland)

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